The Newsletter of the Lincoln Middle School Dungeons & Dragons Club

Number 3 – October 26, 2009

Because this newsletter is printed on school equipment, we have to maintain a certain standard of decency. For example, the original Murdercorn article featured the line, "After the Murdercorn impales its victim repeatedly, it then gores the poor soul with its horn." Confused about the difference between impaling and goring, I asked the author for clarification. He indicated that the goring and impaling involved two different body parts. Therefore, two descriptors (impaling and goring) were required. I understood goring with a horn, but was still confused as to what part of its body the Murdercorn used to impale. The author then gestured toward his crotch.

After throwing up in my mouth a little, I informed the author that goring was in, but impaling was out. Way, way out. This is exactly the kind of thing that BADD (Bothered About Dungeons & Dragons) looks for when mounting baseless attacks against our lifestyle. We must always be vigilant and not give the critics of our fine hobby any ammunition to use against us. Stand united, fellow gamers!

See you next issue,

Christian

The Murdercorn

Whereas the Unicorn is the epitome of grace and sylvan beauty, the Murdercorn embodies blind rage and unrelenting brutality. Like its noble counterpart, the Murdercorn patrols forests and other wooded areas. When it encounters a weaker foe, the Murdercorn charges into battle. It enjoys pummeling a foe with its hooves and driving its horn through the hearts of unfortunate victims.

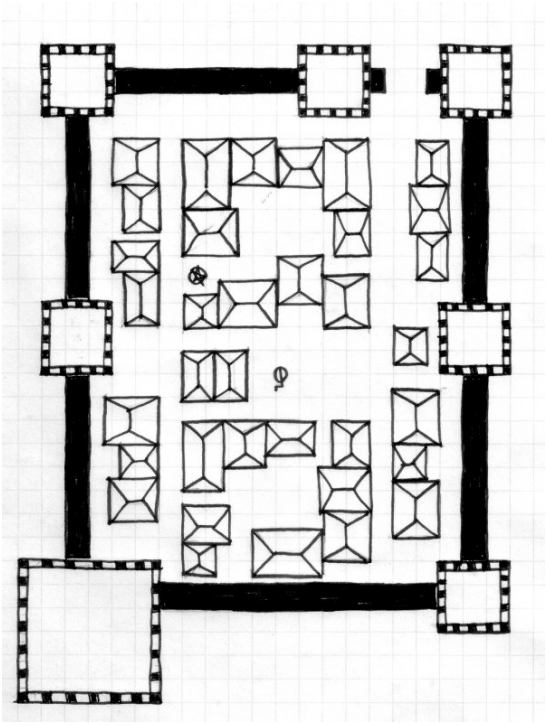
No one knows the origins of the Murdercorn. Sages and other wise individuals refuse to use the name Murdercorn. Demanding more decorum, they refer to the beast as a Dark Unicorn. They suggest that the monster is either the result of foul magic or perhaps Dark Unicorns hail from a twisted faerie realm. Regardless of their origins, the horn of the Murdercorn is highly prized for its magical properties.

A potion made from ground-up Murdercorn horn can induce powerful hallucinations. The hallucinations will warp the mind of a Lawful being, causing permanent mental instability that will cause their alignment to shift to Chaotic. Neutral and Chaotic beings will find the hallucinations most enlightening. They will emerge from a week-long vision quest that permanently increases their Wisdom by one point. An alchemist will charge 1,000 gold to brew the potion, which is dangerous to produce and requires rare – and expensive – components.

Murdercorn; Armor Class 2; Hit Dice: 4+4; Hit Points 28; No. of Attacks 3; THAC0 15; Dam d6 (hoof), d6 (hoof), d10 (horn); Move: 80'; Alignment Chaotic; Save as Fighter 8; Morale 8; Special: For its first attack, the Murdercorn can charge into battle and attack with its horn for double damage. (2d10); Treasure: Other than memories of the terrified screams of the dying, the Murdercorn collects no treasure.; XP Value 215.

The Fortified Village of Combe

The club's copy of B2 – The Keep on the Borderlands has become rather ratty through heavy use. Because of the wear and tear, I thought it'd be nice to present an additional fortified settlement for club DMs to use. Only a few details of Combe will follow in this article. DMs are always tinkering, so I'd rather not burden you with information that you can fill in on your own.



The fortified village of Combe was built nearly 50 years ago by a magic user of impressive ability. The wizard, Stephen Skygarden, hoped that the community would be a safe haven for Lawful individuals. Although Skygarden is getting on in years, he still plays an active role in the community he built. Notable residents include:

Crayne Steelshod: a centaur guard with a passion for painting and wine.

Raenthrea: the enchanting elf owner of the Eclipse tavern.

Liric: a drunken gnome who likes puns.

Dwyrgon Steeltrap: a dwarven locksmith and master of traps. He is always a good source of adventure-related rumors.

Cara Emory: a kind-hearted cleric of Elyswen who likes to garden.

Mara Bourne: a matronly cleric of Risa the Bountiful. She spends a lot of time visiting with local farmers.

Combe is an excellent place to hire retainers, rest between adventures and perhaps learn rumors that may lead bold explorers to their next quest. Feel free to customize Combe to your specifications. It belongs to all of us!

Dhavid the Dexterous, a hireling

"I'm not worried. I think I'll live forever. Literally."
Dhavid the Dexterous

Dhavid the Dexterous is eager to explore. He hopes that exposing himself to great danger may result in the acquisition of rare magic and sacks full of gold coins. Many others have had this same dream, but have died horribly in the pursuit. Dhavid thinks he's an exception to the rule, of course. Somewhere along the way he got it into his head that he's been blessed with remarkable fortune and is therefore immune to great bodily harm. While he's a bit cocky, he is kind-hearted and would accept an offer of employment from any Neutral or Lawful aligned party.

Dhavid the Dexterous, Level 2 Magic User; Alignment: Lawful; Abilities: Str 8 (-1 to hit and damage), Int 13 (1 additional language), Wis 10, Dex 10, Con 10, Ch 13 (+1 bonus to reactions), AC 10 (robes); Hit Dice 2 (d4); Hit Points 6; Attacks: dagger (d4); Move: 30'; Spells: Light, Magic Missile; Languages: Common, Elvish; Special Abilities: Magic User spells.